

1 Priest's Pack

1 Holy Symbol

Shield

3 Sleight ...

3 Stealth...

I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.

I see omens in every event and action. The gods try to speak to us, we just need to listen

## PERSONALITY TRAITS

Faith. I trust that my deity will guide my actions, I have faith that if I work hard, things will go well. (Lawful)

#### **IDEALS**

Everything I do is for the common people.

#### **BONDS**

I judge others harshly, and myself even more severely.

**FLAWS** 

Ritual Casting

Disciple of Life

Shelter of the Faithful

FEATURES & TRAITS

# 11 PASSIVE WISDOM (PERCEPTION)

LANGUAGE: Common

ARMOR: Heavy Armor, Light

Armor, Medium Armor,

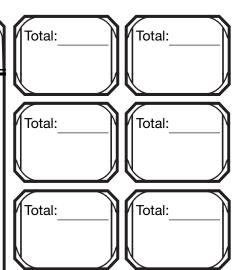
Shields

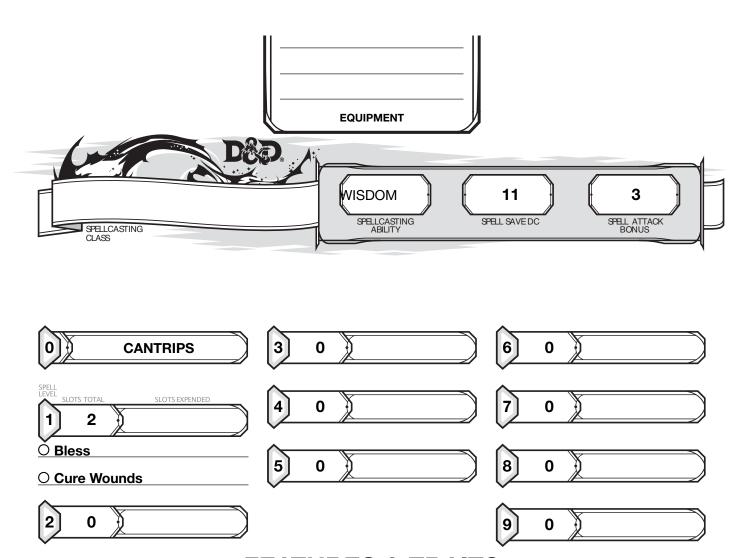
WEAPON: Simple weapons

OTHER PROFICIENCIES & LANGUAGES

NAME ATK DAMAGE/TYPE

СР	SP	EP	GP	PP
5 Stick of Incense 1 Vestments 1 Common Clothes 1 Belt Pouch 1 Backpack 1 Blanket 10 Candle 1 Tinderbox 1 alms box 2 block of incense 1 censer 1 vestments 2 Rations 1 Waterskin				





**FEATURES & TRAITS** 

# **Ritual Casting**

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

# **Disciple of Life**

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

## Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon,

and you have a residence there. This could be the temple where you used to serve, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

# **SPELLS**

## **Bless**

enchantment 1

Casting Time: 1 action

Range: 30 feet

**Target:** Up to three creatures of your choice within range

Components: V S M

**Duration:** ConcentrationUp to 1 minute

**Description:** 

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

# **Cure Wounds**

evocation 1

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S

**Duration:** Instantaneous

**Description:** 

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.